

## REMARKS

Claims 1-20 and 22, 23, 25, and 26 are pending after the amendments. Claim 24 is cancelled in the present amendment.

### **Brief Description of Amendments**

Dependent Claim 12 has been merged into Claim 1, and Claim 12 has been made dependent on Claim 16. Claim 13 has been amended to be dependent on Claim 1.

Claim 8 has been amended to delete a redundant limitation, since that limitation is now in Claim 1.

Claim 9 has been made independent by merging the base Claim 1 and intervening Claim 8 into Claim 9. Claims 10 and 11 have been amended to be dependent on Claim 9.

Claim 16 has been made independent by merging the base Claim 1 and the intervening Claims 14 and 15 into Claim 16.

Claim 22 has been amended to parallel Claim 1 by merging Claim 12 into Claim 22. Claim 24 has been cancelled as being redundant with Claim 22.

### **Brief Description of Claim 1 (Previously Claim 12)**

Claim 1 (previously Claim 12) is intended to cover the assignee's (Atronic's) "Dream Catcher Bonus" game in their "Dancing Spirit" slot machine. A 2005 brochure for the slot machine is attached, which contains a brief explanation and display screen of the Dream Catcher Bonus game.

In the Dream Catcher Bonus game, if three Dream Catcher symbols appear in a 5x3 array, the bonus game is initiated. The player selects one of the semi-transparent Dream Catcher symbols, and the symbols on the associated reel strip turn into credit values, while the selected Dream Catcher symbol stays in its position. The reel then rotates "under" the stationary Dream Catcher symbol and then stops. The credit value that appears under the Dream Catcher symbol is awarded to the player.

In Claim 1, the "changing values in a column" cover a reel rotating. The claimed limitation of "awarding a player a bonus award based on a value appearing in the position of

the special symbol after the values have stopped changing” covers the stopped credit value under the Dream Catcher symbol being awarded to the player. The claim limitation of “converting a plurality of the symbols displayed to a plurality of displayed award values located at the symbol positions such that a player sees all the award values,” covers a plurality of symbols on the reel being converted to credit values, and the reel rotating so the player sees a plurality of the credit values. There is no requirement in Claim 1 that a player select a Dream Catcher symbol. Additionally, the comparison of Claim 1 to the Dream Catcher game is not intended to limit the language of Claim 1 in any way.

Dependent Claim 13 is more closely directed to the Dream Catcher game since it specifically mentions that the columns are the reels.

Independent Claim 22 parallels Claim 1.

**Explanation for Why Claim 1 (Previously Claim 12) is Patentable Over the Cited Art**

Since the present Claim 1 was actually Claim 12 before the amendment, the rejection of Claim 12 in the final Office Action is the pertinent rejection.

The examiner rejected Claim 12 as being obvious over Baerlocher (US 6,585,591) in view of Bennett (6,251,013).

Baerlocher describes a game where the symbol array of the main game is completely replaced by an array of credit values. No symbols in the base game are “converted” to award values, as recited in Claim 1. The Baerlocher gaming computer then progressively makes random selections of the credit values in groups (e.g., rows and columns), and the selected credit value is granted to the player. After each selection, the associated row or column, for example, is highlighted. If a selected credit position is in a previously highlighted row or column, the bonus game ends.

Baerlocher’s game absolutely requires that no values in a “column” change, in contrast to Claim 1. Changing the values in a column in the Baerlocher game would completely destroy the functionality of the Baerlocher game. Further, there are no “special symbols” in the Baerlocher base game that define which values change in a column, in contrast to Claim 1.

Further, there are no special symbol locations from the Baerlocher base game that are relevant in the bonus game, in contrast to Claim 1.

Bennett describes a bonus game (Fig. 7a and 7b) in col. 2, lines 27-32, and col. 5, lines 34-44, where a sprite randomly points to a stopped reel after a game and causes the reel to rotate and randomly stop to give the player another chance at creating a winning symbol combination. The symbols on the reel strips do not change into award values and necessarily do not change at all.

No possible combination of Baerlocher and Bennett could create Applicant's Claim 1, even when applying hindsight.

Therefore, Claim 1 is respectfully submitted to be patentable.

Claim 13 is further nonobvious by limiting the "changing values in a column" of Claim 1 to a spinning reel.

Claim 22 parallels Claim 1, so is patentable for the same reasons given for the nonobviousness of Claim 1.

#### **Brief Description of Independent Claim 9**

Claim 9 covers Atronic's "Butterfly Bonus" game in their "Dancing Spirit" slot machine. A 2005 brochure for the slot machine is attached, which contains a brief explanation and display screen of the Butterfly Bonus game.

In the Butterfly Bonus game, if three Butterfly symbols appear in a 5x3 array, the bonus game is initiated. All of the symbols on the reel strips turn into credit values. The player then selects one of the Butterflies, and the Butterfly flies and randomly lands on one of the credit values. The credit value is then awarded to the player.

In Claim 9, the "special symbols" cover the Butterfly symbols. The claim limitation of "wherein randomly selecting at least one of the values comprises receiving a signal from a player identifying a special symbol displayed in the base game, the identified special symbol then identifying one of the values as the randomly selected value," covers the selected Butterfly flying around and randomly identifying one of the credit values.

Claims 10 and 11 are further directed to the Butterfly Bonus game.

**Explanation for Why Claim 9 is Patentable Over the Cited Art**

The examiner rejected Claim 9 as being obvious over Baerlocher (US 6,585,591).

There are no special symbols in the Baerlocher bonus game that carry over from the base game to the bonus game. All the symbols in the Baerlocher bonus game are credit values. There is necessarily no player selection of any symbol in the Baerlocher bonus game. And there is no limitation in Baerlocher that could suggest the limitation of “wherein the identified special symbol moves to a symbol position displaying a value to indicate that the value has been selected.”

Additionally, Applicant’s game of Claim 9 gives the player some feeling of control over the game outcome by allowing the player to make a player selection of a particular special symbol.

Given the significant differences between the Baerlocher game and Claim 9, as well as the differences in the basic premises of the games, it is respectfully submitted that Claim 9 is patentable over Baerlocher.

**Brief Description of Independent Claim 16**

Claim 16 is a combination of the previous Claims 1, 14, and 15. In Claim 16, a plurality of symbols in the base game is converted to a plurality of award values. The computer randomly selects at least one of the award values. The player selects a multiplier from a displayed plurality of hidden multipliers (represented as “icons”), and the award value is multiplied by the multiplier.

Importantly, the player is involved in the decision making relating to the award, so the player enjoys the game more.

**Explanation for Why Claim 16 is Patentable Over the Cited Art**

The examiner rejected Claim 9 as being obvious over Baerlocher (US 6,585,591) in view of Adams (US 5,823,874).

In Adams, the multiplier is just randomly selected by the machine. The multiplier may be on a wheel or a number on a separate display. There is no player involvement in the selection. So a combination of Acres and Baerlocher would be Baerlocher's game in combination with a multiplier selected by the machine, without player involvement.

Accordingly, it is respectfully submitted that Claim 16 is patentable over the cited art combination.

### **Conclusion**

Therefore, it is respectfully submitted that all pending claims are allowable over the cited art. Any dependent claim not specifically discussed is patentable for at the reasons for why the base independent claim is patentable. If the examiner wishes to discuss any clarifying amendments, the examiner is requested to call Applicant's attorney at 408-382-0480 x202.

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May 25, 2007  
Date of Signature

Respectfully submitted,

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Electronic

## Features:

- Music By Award Winning Band Brule
- Two On Reel Bonus Events Awarding Credit Wins
- Free Games and Multipliers in Mystery Journey Bonus
- Stunning Native American Graphics
- Height Adjustable, Ergonomic Cabinet



**Electronic**  
AMERICAN SLOT MACHINE CO.  
A Division of



# Dancing Spirit

## Base game

- The player may decide between two different playmodes by pressing the corresponding buttons.  
WIN ONE WAY pays left to right.  
WIN TWO WAYS pays left to right AND right to left (except scatter and bonus wins).
- Mask is wild and substitutes for all symbols except Butterfly, Dream Catcher and Clouds.
- All wins with the Mask symbol substituting are DOUBLED.



## Game variations

Lines	Bet per line	Max Bet	Hitrate (Max Lines)	Top Award	Top Award Hitrate
9	3	54	2.29 - 2.47	60,000	1,840,648
9	10	180	2.29 - 2.44	200,000	1,840,648
9	50	900	2.29 - 2.44	1,000,000	1,840,648
15	3	90	2.38 - 2.50	60,000	1,106,692
21	3	126	2.09 - 2.27	60,000	793,582
21	10	420	2.09 - 2.27	200,000	793,582
21	25	1050	2.09 - 2.26	500,000	793,582

## Scatter

- 2 Butterfly symbols in any position pay scattered wins which are multiplied by the number of credits played.

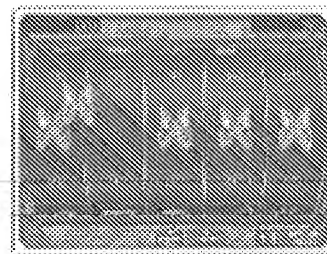
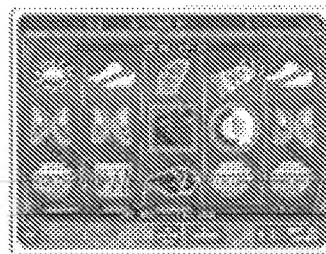


Payout is range between 86% - 94% in 2% steps.

## Features

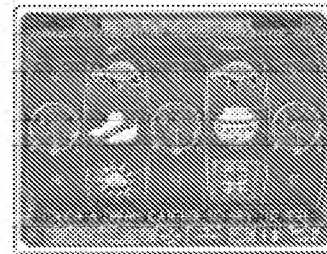
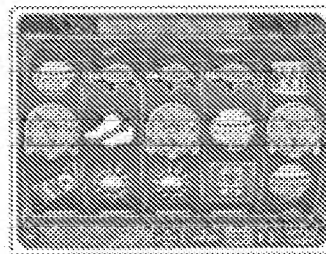
### Butterfly Bonus

- If 3 or more Butterflies occur anywhere on screen, the Butterfly Bonus will be triggered. All other symbols will fade to be replaced by credit amounts that have already been multiplied by the total bet. Now the player can select 1 to 3 Butterflies, depending on the number of symbols that triggered the bonus. The Butterfly will fly across the screen and land on one of the displayed credit values, which will be awarded to the player.



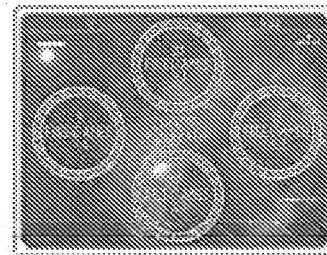
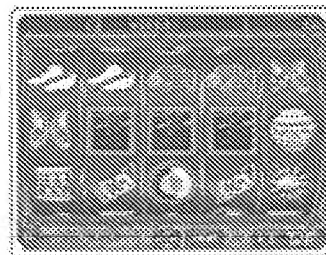
### Dream Catcher Bonus

- 3 Dream Catcher symbols anywhere on reels 1, 3 & 5 trigger the Dream Catcher Bonus. All other symbols on reel 1, 3 and 5 will fade to be replaced by credit amounts that have already been multiplied by the total bet. The player can select one Dream Catcher, which will start the spinning of that reel while the Dream Catcher remains visible. Once the reel comes to rest, the credit value displayed on the Dream Catcher symbol is awarded to the player.



### Mystery Journey Bonus

- If three Clouds symbols occur anywhere on reels 2, 3 and 4 the Mystery Journey Bonus will be triggered, showing a night sky and 4 paths. First the player selects a path out of different combinations of free games and multipliers. Then the player selects a guide (Bear, Eagle, Turtle or Fish). The selected guide will multiply its pays by two during the free games except top award.



**Dancing Spirit™ features music by the award winning Native American band Brulé.**  
**Graphic animation on top screen attracts attention and supports playing experience.**



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